

## BCA 2019-20

### CORE COURSE OUTCOME

Sl. No.	Course Title	Course Outcome
1.	Computer Fundamentals & HTML	<ul style="list-style-type: none"><li>• Acquire Knowledge of fundamentals of Computer, Computer organization</li><li>• Develop problem solving skills through writing algorithm and flow chart</li><li>• Understand the basics of Internet and webpage design</li></ul>
2.	Problem Solving using C	<ul style="list-style-type: none"><li>• Develop Problem Solving and Programming Skills</li><li>• Understanding various concepts of C language</li></ul>
3.	Programming Laboratory I: Lab Exam of 1st& 2nd Sem. HTML & Programming in C	<ul style="list-style-type: none"><li>• Familiarize programming environments and practice procedural programming concepts using C</li><li>• Learn how to implement various data structures in C.</li><li>• Using basic programming skills to solve real life problems.</li></ul>

4.	Data Structures Using C	<ul style="list-style-type: none"> <li>• Obtain an awareness about algorithms and complexity</li> <li>• Learn the concept of various data structures , implementation and applications</li> <li>• To learn the methods of searching, sorting and hashing techniques</li> </ul>
5.	Database Management System and RDBMS	<ul style="list-style-type: none"> <li>• Learn the basic principles of database Management System and RDBMS</li> <li>• Understand the concepts of database manipulation using SQL and PL/SQL</li> <li>• Enable to design a database to solve real life applications</li> </ul>
6.	Programming Laboratory II: Lab Exam of 3rd & 4th Sem. Data Structures & RDBMS	<ul style="list-style-type: none"> <li>• Make the students equipped to solve mathematical or scientific problems using C and implement various data structures.</li> <li>• Develop skills to code database transactions using SQL and to write PL/SQL programs</li> </ul>
7.	Computer Organization And Architecture	<ul style="list-style-type: none"> <li>• To learn logic gates, combinational circuits and sequential circuits</li> <li>• To learn basics of computer organization and architecture</li> </ul>
8.	Java Programming	<ul style="list-style-type: none"> <li>• To review the concept of OOP.</li> </ul>

		<ul style="list-style-type: none"> <li>• To learn Java Programming Environments.</li> <li>• To practice programming in Java.</li> <li>• To learn GUI Application development in JAVA.</li> </ul>
9.	Web Programming Using PHP	<ul style="list-style-type: none"> <li>• To learn client side and server side scripting.</li> <li>• To learn PHP Programming</li> <li>• To learn how to develop dynamic websites and interact with databases through internet</li> </ul>
10.	Principles of Software Engineering	<ul style="list-style-type: none"> <li>• Learn various software development methodologies and practices.</li> <li>• Learn various evaluation methods in Software Development.</li> </ul>
11.	Android programming	<ul style="list-style-type: none"> <li>• To have a review on the concept of Android programming.</li> <li>• To learn Android Programming Environments.</li> <li>• To practice programming in Android.</li> <li>• To learn GUI Application development in Android platform with XML</li> </ul>
12.	Operating Systems	<ul style="list-style-type: none"> <li>• To learn objectives &amp; functions of Operating Systems.</li> <li>• To understand processes</li> </ul>

		<p>and its life cycle.</p> <ul style="list-style-type: none"> <li>• To learn and understand various Memory and Scheduling Algorithms.</li> <li>• To have an overall idea about the latest developments in Operating Systems</li> </ul>
13.	Computer Networks	<ul style="list-style-type: none"> <li>• Awareness on the basics of Computer Networks, Protocols used in Communication and transmissions in Computer Networks.</li> <li>• A general idea on Network Administration.</li> </ul>
14.	Programming laboratory III- Java and Web Programming	<ul style="list-style-type: none"> <li>• Knowledge of Java programming and client side and server side scripting</li> <li>• Knowledge of PHP Programming, developing dynamic websites and interacting with databases through PHP</li> </ul>
15.	Programming Laboratory IV: Lab Exam of Android & Linux shell Programming	<ul style="list-style-type: none"> <li>• Knowledge in Android programming and shell programming</li> <li>• Developing user interface applications and developing mobile applications.</li> </ul>

16.	Industrial Visit and Project Work	<ul style="list-style-type: none"> <li>• Acquire practical knowledge on software development process</li> </ul>
17.	System Software	<ul style="list-style-type: none"> <li>• Perceive fundamental knowledge in system software</li> <li>• Learn compilation process of a program.</li> </ul>
18.	Machine Learning	<ul style="list-style-type: none"> <li>• Understand machine learning concepts</li> <li>• Learn mathematical and statistical foundations of machine learning.</li> </ul>
19.	Software testing & Quality Assurance	<ul style="list-style-type: none"> <li>• Introduction and basic skills on software testing and quality assurance techniques and tool</li> </ul>
20.	Technical Writing	<ul style="list-style-type: none"> <li>• Acquire the skills and knowledge for professional technical communication, web content writing, soft skill development and search engine optimization.</li> </ul>
21.	Fundamentals of Life Skill Education	<ul style="list-style-type: none"> <li>• Develop intra-personal, inter-personal, critical thinking, decision making and communication skills.</li> <li>• Establish self- management and help to maintain work life balance.</li> <li>• Perceive an insight to career planning and development.</li> </ul>